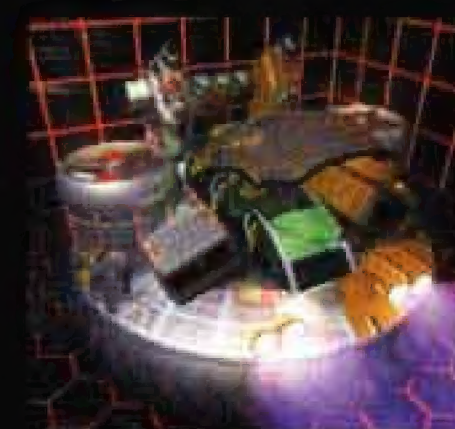
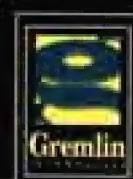


NUS-NBHP-UKV

# HARVEST BODY HARVEST



INSTRUCTION BOOKLET



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NINTENDO<sup>64</sup>



EmuMovies



**WARNING :** PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.



**NINTENDO 64 CONTROLLER:** for information about the Control Stick Functions please refer to the N64 CONTROLLER instruction manual.



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LICENCED BY

**Nintendo**

NINTENDO ®, NINTENDO 64,  AND  ARE TRADEMARKS OF NINTENDO CO.,LTD.

....Intelligence Briefing. 11/4/2016.  
**CLASSIFIED.** Authorisation : Grudge/Maj12.

Summary of Intel. 1916-2016. United World Government. Dept's 12, 177, 2569 contributing. Top Secret. Eyes Only. Drake, A. Cpt 1476743; Hernandez, D. Flt Cmdr 6294323.

For the last 100 years, mankind has been under attack from a giant race of insect-like predators. Harvested and consumed as a food source, mankind has been driven to the very edge of extinction.

The aliens are a nomadic race, travelling through space on board a huge artificial 'comet' (Earth Classification : C/1889 M9 'Shesha'). Once every 25 years, the comet's orbit around the sun brings it close enough to Earth for the aliens to launch an attack.

The first recorded instance of an alien attack occurred in Greece, 1916. A large area was surrounded by impenetrable shield walls. These walls could not be destroyed or disrupted by any weapons available at that time. The walls not only prevented victims from escaping but also prevented help arriving from outside the harvesting area.

Inside the shield walls, alien harvesting waves systematically consumed every human being in the area.

Attacks in 1941 and 1966 destroyed the entire Java archipelago and over 98% of the continental United States. Billions of people were harvested.

The frequency of the attacks remained unvaried. Once every 25 years an alien attack would occur which lasted no less than four days. The first day always had a single attack, concentrated on one area of Earth. Then the attacks would multiply exponentially - more genetic material harvested, creating more aliens, allowing more attacks.

The final battle occurred in 1991, on the plains of central China. The last battalions of Earth soldiers were annihilated by more than a million alien invaders.

You are reading this now because you were one of the lucky few chosen to be transported to Station Omega, a highly secret research station in geosynchronous orbit above the Earth. We are the last. A few scientists and a small band of marines.

We have been working on several areas that could allow us to defeat the aliens and prevent mankind from becoming no more than a few relics upon a dead planet. We have devised new weapons systems to give a human a fighting chance against the aliens. More importantly we believe we are close to perfecting a 'time drive' that would allow us to send one or more people back in time to strike at the very heart of the alien invasion. Stopping the aliens before they can complete their first wave of harvesting would prevent them from collecting the genetic material they require to create and launch more attacks. It is possible that we could reverse the course of history itself and actually stop mankind from being harvested to extinction.

One soldier, operating within the alien harvesting zones, trying - at all costs - to stop the Body Harvest.



# WELCOME TO BODY HARVEST

- Use the Control Stick or + Control Pad to navigate through the front end menus.
- Use the A Button to select/confirm your choices.
- Use the B Button to move backwards one step.
- Press the Start Button or the A Button to begin the game.



## SELECTING A SAVE GAME SLOT

There are 3 save slots to choose from. Select a save slot using the Control Stick or + Control Pad and the A Button.

## DELETING A SAVED GAME

Select the DELETE option. Choose the saved game you wish to remove. You will be asked to confirm your selection.

## COPYING A SAVED GAME

Select the COPY option. Choose the saved game you wish to copy to another slot and select the slot you wish to copy the game into.



Enter your name using the Control Stick and the A Button.

## SELECT DIFFICULTY

Select HERO to save mankind  
Select ZERO for an easier game

**Note:** Selecting ZERO may cause temporal instability. The operation of Alpha Command cannot be guaranteed after 1966.



Once you have completed a level, it can be replayed at any time.



## REPLAY LEVEL...

Play a previously completed level.

## VIEW HIGH SCORES...

Show high scores

## SFX (Sound Effects)...

Full/Mid/Low/Off

## MUSIC...

Full/Mid/Low/Off

## AIM...

Normal/Reverse

## BLOOD...

Full/AllensOnly/Blood Off



## Select:

**PLAY** to start the game.

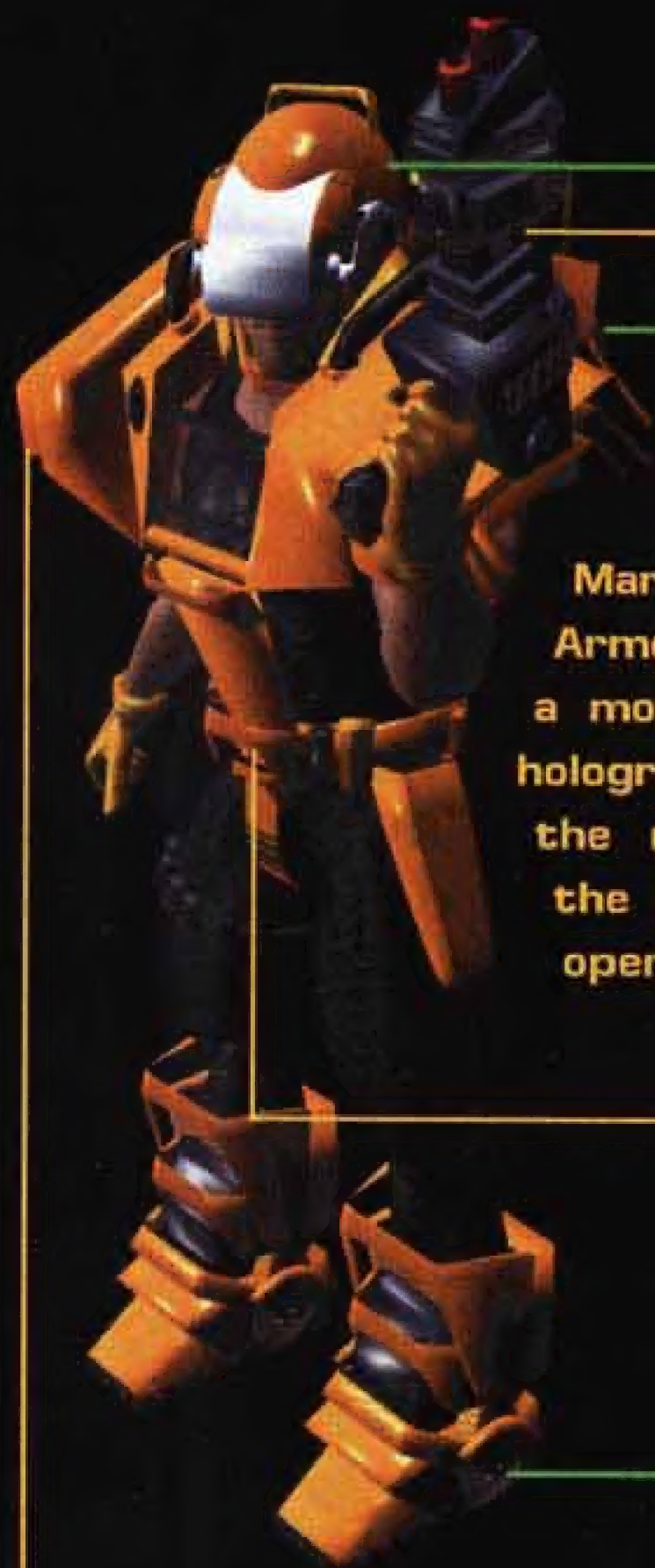
**DEMO** to see a rolling demo.

**OPTIONS** to change the game settings.





## BIO-ARMOUR ON-LINE TUTORIAL



Welcome to the JR-S Mark XIII Bio-Mechanical Armour on-line tutorial. In a moment you will see a holographic image showing the main components of the unit, along with the operational constraints.

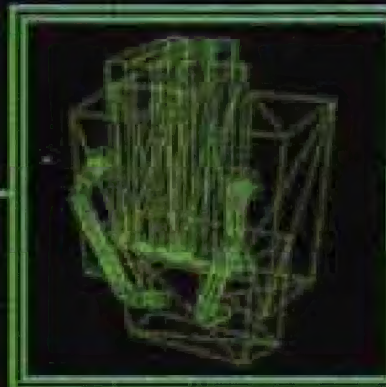


### HELMET

Created from C90 molecules, the helmet incorporates advanced cornea-tracking targeting, a self-contained rebreathing unit and holographic communications system.

### GUN

The 12mm semi-automatic personal sidearm is wholly integrated into the bio-armour systems. Ammunition is generated within the backpack and fed directly into the weapon.

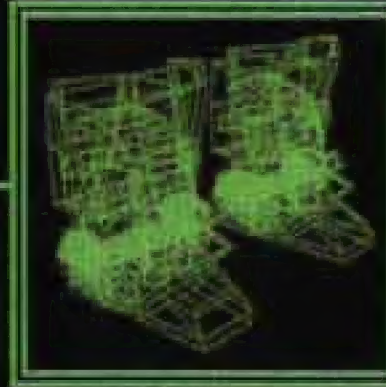


### BACKPACK

Using complex 6-dimensional physical properties, this can (in theory) offer an unlimited storage solution. Nanotech units within the pack offer real-time manufacturing capabilities.

### MEDICAL ASSEMBLY

Constantly monitors the user's health status. In the event of injury or fatigue, the assembly will introduce an appropriate solution to keep the user's health at an acceptable level.



### BOOTS

Incorporating a gyroscopically stabilised traction control system, chemically sharpened carbon steel toes and man made uppers.

### ARMOUR

Based around impervious C90 molecules, this unit offers unparalleled protection from projectile weapons, laser and energy weapons, concussion blasts or chemical and nerve re-agents.





## HEAD UP DISPLAY (HUD)

### HARVESTING WAVE

Indicates the location of an alien harvesting wave.



### E-MAIL

Message Waiting.



### TARGET HEALTH

When a target is acquired, the HUD displays its remaining health.



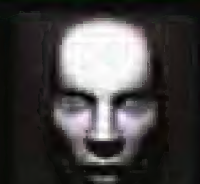
### CURRENT WEAPON

The users current weapon is displayed, alongside it's remaining ammunition.



### BODY COUNT

Shows the total number of humans killed.

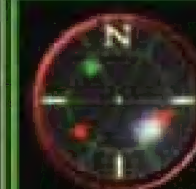


### WAYPOINT

Indicates direction towards a user waypoint. See MAP section.



### COMPASS



Shows the users direction at all times. Vehicles are displayed as green triangles. Enemy forces are red triangles.

### FUEL



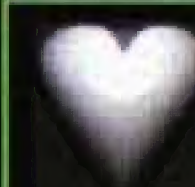
Shows the remaining fuel in the users current vehicle.

### VEHICLE ARMOUR



Displays the remaining protection offered by a vehicle

### HEALTH



A real-time visualisation of the users health status.



## CONTROL - Movement/Cameras

### WALK & RUN



WALK



RUN

Use the Control Stick to direct the user's movement.

### CAMERA ZOOM IN/OUT

Zoom IN



Zoom OUT

The Top C Button toggles the cameras Zoom In and Out modes.

### ROTATE CAMERA LEFT/RIGHT

Rotate  
Camera  
Left



Rotate  
Camera  
Right

Use the Left and Right C Buttons to rotate the camera left and right.

Note: The Rotate Camera buttons can also be used to change the user's direction.



### SWIMMING

The user will swim automatically upon entering deep water.

**WARNING!** The unit is not designed for prolonged immersion in water. DO NOT attempt to swim for long periods of time while wearing the bio-armour unit.



## CONTROL-Weapons & Combat



The bio-armour unit comes equipped with a 12mm automatic pistol as standard.

### AUTO TARGETING

The unit's targeting system will automatically 'lock' onto a target directly ahead of the user. Contact with the target is maintained until the user moves left/right or the target moves out of range.



### FIRING WEAPONS

The Z Button will fire all weapons.

### MANUAL TARGETING

Press and hold the R Button to activate the manual targeting system. The control stick is used to control movement of the sights.



### EVASIVE ACTION

While manually targeting or firing, the user can roll left and right using the Left & Right C Buttons.

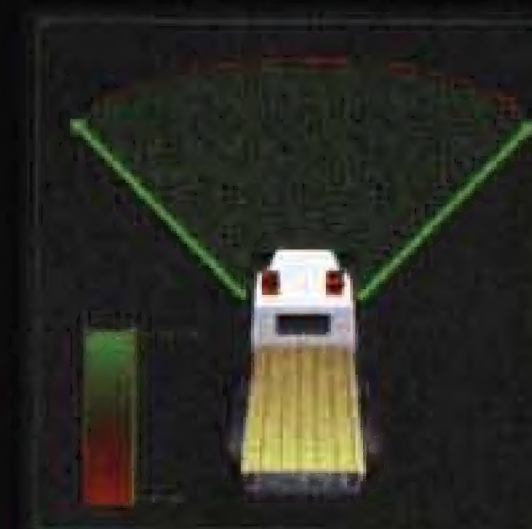


### SELECTING WEAPONS

The user can select from the currently available weapons by using Up & Down on the + Control Pad.

### VEHICLES

The bio-armour unit can also fire from within vehicles. Both auto and manual targeting facilities work normally. CAUTION: Many vehicles will limit the angle of fire.



### MILITARY VEHICLES

Military vehicles often come equipped with their own, more powerful weapons systems. The manual targeting system of the Bio-armour unit will interface with all military vehicle turret controls.

Dual 24mm belt-fed, air-cooled machine gun

2 x 120mm Cannon



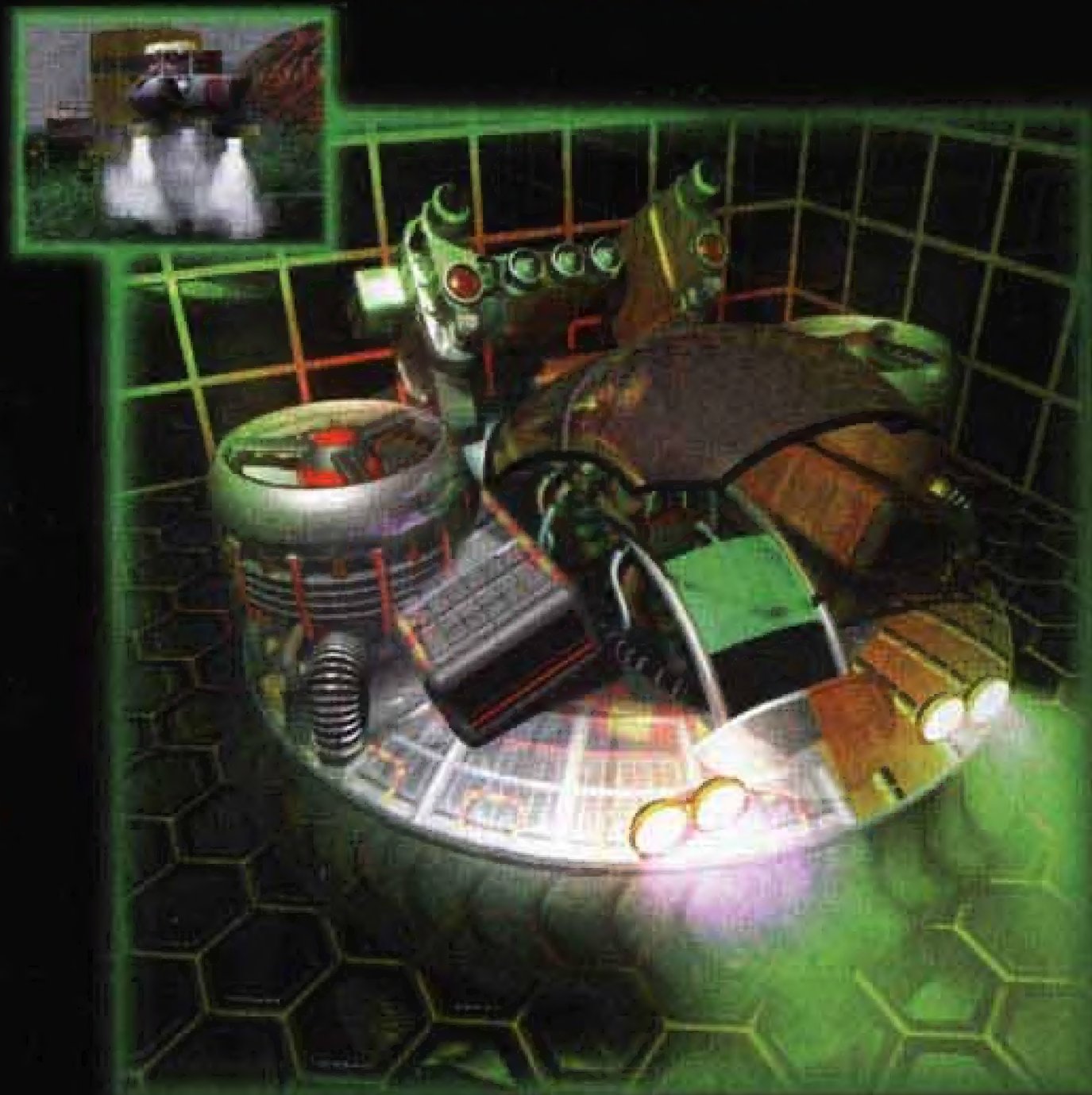
ARMoured  
PERSONNEL CARRIER

PANZERKAMPFWAGEN



## CONTROL - Vehicles

### ALPHA COMMAND MODULE



### ALPHA TANK

An All-Terrain Attack Vehicle, the Alpha Tank is a highly manoeuvrable weapons delivery system. The Alpha Command restructuring facilities can be triggered by the pilot or, in case of emergencies, by remote command. The Alpha Tank incorporates several of the latest advances in weapons technology and is equipped with Chaingun, Fraggcannon, Lazer missiles, Resonator and Plasma Bomb systems.

### ENTER/EXIT VEHICLE



To enter a vehicle, press the Bottom C Button when moving towards it.

To leave a vehicle, press the Bottom C Button again. By holding the Control Stick Left or Right, the user can determine which side of the vehicle to exit from.

### DRIVING - FORWARD

To drive a vehicle, press the A Button to accelerate and the B Button to brake. Use the control stick to steer.

Push both the A & B Buttons to use the vehicles handbrake.



### DRIVING - REVERSE

When a vehicle has come to a complete stop, press the B Button to reverse. The A Button acts as a brake. Use the control stick to steer.



## CONTROL-Aeroplanes

### TAKE OFF/CLIMB

A plane's engine will start automatically when the user enters the cockpit.

Press the A Button to accelerate. Pull BACK on the Control Stick to take off or climb.



### FLYING

When flying a plane, use the A button to accelerate. Roll left and right using the Control Stick.



### LANDING/DIVING

Push the Control Stick FORWARD to make a plane dive down.

**CAUTION:** To land, a plane MUST approach the ground at a shallow angle!



## CONTROL-Helicopters

### TAKE OFF/LANDING

A helicopter's engine will start automatically whenever the user enters the cockpit. Use the A Button to climb/take off. Use the B Button for descent/landing.



### FLYING

Use the Control Stick to manoeuvre the helicopter.



### REFUELLING

If the user has picked up fuel, then any vehicle with an empty tank can be refuelled. To refuel, use the Menu system to select the fuel icon while inside a vehicle.

**NOTES:** Vehicles protect their occupants. When the user is inside a vehicle, enemy fire will damage only the vehicle, not the user.

There is a computer terminal inside Alpha Command which will generate a temporal loop in the surrounding area. Triggering this effect will cause all of the vehicles in the level to reset to their original locations.



## CONTROLS - Interiors

### ENTER/LEAVE BUILDINGS

Use the A Button to open doors.



### MOVEMENT

Use the Control Stick to move inside a building.

The Left C and Right C Buttons sidestep.



### CONVERSATION

Talk to people using the A Button.



### SEARCHING/LIGHTS

Search/Operate/Switch lights on & off with the A Button.



**...WARNING!**

**WEAPONS CANNOT BE USED INSIDE BUILDINGS...**

## BIO-ARMOUR MENU SYSTEM

**PLAY**  
Resume Game.

**QUIT**  
Quit Game.



**INVENTORY**  
Go to Inventory.

**DISPLAY MAP**  
Show Map.

## INVENTORY

User's Name  
Current Level name

ADAM Greece 58500  
Eaten: 0% Time: 0:05:36

Weapons



Inventory



Exit

Number of Humans  
Harvested so far

Total time spent  
playing the game

The inventory can be used to check the current selection of weapons and examine items carried in the user's backpack.

Use the Control Stick to navigate through the Inventory screens and the A Button to select/go back.

Select Exit to return to the game.



## AUXILIARY EQUIPMENT



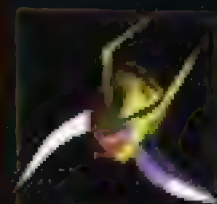
### FUEL

Fuel can be found in many buildings.



### HEALTH

Health can be found in buildings or retrieved when aliens are destroyed.



### ALIEN ARTEFACT

Only a few fragments of information survived the invasion of Greece in 1916. This information mentions an artefact of alien design, found by one of the victims shortly before he died. No other information has ever been unearthed.



### AMMO

Ammunition for all weapons can be found by searching buildings.



### WEAPONS

Additional weapons may be found inside buildings.



### WEAPONS CRYSTALS

Only one of these 'crystals' has ever been found. The purpose of this object is unknown but, since the only objects ever recovered from the aliens have had offensive uses, it is not unreasonable to assume that it may be a weapon of some kind.

## COMMUNICATIONS

### ELECTRONIC PERSONAL MESSAGING

Low and Normal priority messages are received through the standard communications channel. Press the L Button to read/repeat messages.



### HOSTILE ACTION RAPID MESSAGING

High priority messages will trigger this unit's 'HARM' rapid messaging system. Receiving a HARM message will cause the Medical Assembly to inject a short-lived compound into the user's bloodstream. The effect of this injection is to multiply the user's reactions many thousands of times. This rapid increase in reaction time allows the user to read the HARM message - as it arrives



- in under a millisecond. The medical assembly then releases genetically modified molecules that dissolve any remaining traces of the compound, returning the user to 'real time'.



## STATUS BEACON

The Status Beacon is a 2nd generation bio-holographic storage device, which incorporates a solid matter compiler and a 1 GigaWatt transmitter. Upon skin contact it will interface with the bio-armours central CPU and store all aspects of the user's physical and mental status.

Once all the Alien invaders on a stage have been killed - by destroying the alien processor - a Status Beacon will be sent from the Alpha Command Module.



STATUS BEACON

## USING STATUS BEACONS



Press the A Button to initialise the beacon.

## WARPING

The user can use the Status Beacons powerful transmitter to 'warp' between the Alpha Command module and all of the active beacons on a level. Use the beacon's 'warp' option on the beacon menu screen to warp to the next beacon or Alpha Command.

The Alpha Command module has a terminal that will allow the player to warp back to any active beacon on a level.



**SAVE**  
Save Game.  
**EXIT**  
Return to game without saving.  
**WARP**  
Warp to Alpha Command/next active beacon.



# MAPS



Control Stick  
Scroll around  
map

A Button  
Switch Camera  
Modes

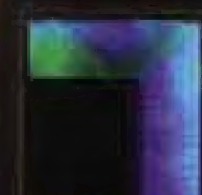
L Button  
Show stages  
within level

R Button  
Toggles waypoint  
ON/OFF

Up & Down C  
Buttons  
Zoom IN/OUT of  
map



**NOTE:**  
The waypoint always appears in the centre of the screen.



Shield Wall



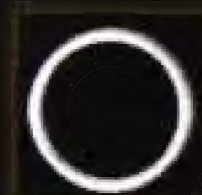
Processor/  
Harvester



Single Alien



Alien presence/  
Shield portal



Significant area



Towns/villages



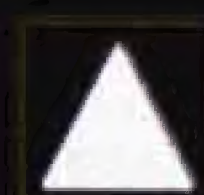
Buildings



Shield  
Generator



Waypoint



Player



Vehicle



Explored area



Unexplored area



Roads



## ALIEN HIERARCHY



The processor controls both Harvesting and Attack waves.

### ALIEN PROCESSOR

Guards shield wall portal.  
Spawns Fleas and Doodlebugs.



### HARVESTER

Controls a harvesting wave. It can respawn its defending aliens.



### PIRANHA

Aquatic alien. Fires mortar like explosive depth charges.



### SNIPER

Blo-mechanical device controlled by an alien flea.



### GUN DRONES

Very aggressive alien. Appears with attack waves.



### MANTASAUR

Guards the upper levels of the alien hierarchy.



### LEVEL BOSS

Controls the aliens in a time zone. No other information known.



## HARVESTER HIERARCHY



The **HARVESTER** excretes mucous-like green blobs which are controlled telepathically by the Harvester. The blobs or Human Capture Units (HCUs) will chase any humans found outside buildings and carry them back to the Harvester for ingestion.

If the aliens gather 6 or more humans, they have enough genetic material to create a **MUTANT**. No one has ever survived a Mutant attack.

## HINTS AND TIPS

- It's always best to destroy an alien wave as it first appears, rather than avoiding it and running away. The aliens will give chase and you will soon become overwhelmed (especially in the later levels).
- **Alpha tank** : the best technique to use against the enemy is to keep circling them at full speed whilst firing at them. This may need practice!
- You can still drive a vehicle backwards and forwards whilst aiming - this is an effective way of avoiding being hit by the enemy. It is particularly useful against Processors and Shield Generators.
- Adam is always very vulnerable on foot - make sure he is in a vehicle as much as possible.
- When Adam is on foot, the best way to fight an enemy is to use the side roll whilst aiming and shooting at them. This is vital in the later levels.
- If Adam's health is flashing red, you can raise it out of the critical level by letting him rest for a few minutes.
- Hand-brake turns are very useful (hold down A and B buttons whilst turning) - they can also be used in the Alpha tank to turn quickly.
- You can hold down the A button to rotate Adam quickly whilst aiming.
- Remember that the Save Beacons can be used to warp yourself around the map quickly.
- Listen to Daisy. She sometimes knows what she's talking about.
- Search everywhere inside buildings - you never know what you might find



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### Intelligence

Briefing. 11/4/2016.

Drake, Al;

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Only. END REPORT

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